

PBAM
(Philippine Basketball Association of Montreal)
Rules and Regulations
2015-2016

The PBAM reserves the right to change, amend, modify, suspend, continue or terminate all or any part or either in an individual case or in general, at any time without notice. In the event that any changes are made, the revised terms and conditions shall be posted on the PBAM website immediately. Please check the latest information posted herein to inform yourself of any changes.

The application and interpretation of these terms and conditions of use shall be governed by the PBAM Management and reserves the rights of final judgment.

1- MANAGEMENT

League Operations shall be managed by non-aligned / neutral person(s), which could either be PBAM Advisers, Directors, Officers, or other persons who must be independent of, not identified with or have vested interest in any of the teams, clubs or associations participating in the League.

NOTE: In the case where the above requirements can not be attained due to lack of neutral / non-aligned Advisers, Directors, Officers, and other persons, if a conflicting situation arises, the following procedures shall apply;

- a) The Advisers, Directors, Officers, and other persons directly affected must abstain from all deliberations, discussions, negotiations, and investigations of a dispute where a team he or she is directly identified with as a party to;
- b) The Advisers, Directors, and Officers shall not be allowed to intercede for a protest or judgment.

11- MEMBERSHIP

- a. A player participating in the PBAM Basketball League must be of Philippine Blood.

“Philippine Blood”- Without malice, registrants with mixed bloodline must produce the following documents to prove bloodline;

- i. Parent’s Marriage Certificate
 - ii. Player’s Birth Certificate
- b. Registered players must be a resident of Montreal and its Suburbs (Province of Quebec) approved by the PBAM. Players outside of this jurisdiction must be identified by the sponsoring team or association and accredited by the PBAM.

- c. Suspended Teams with OUTSTANDING ARREARS (unpaid registration fees) will not be allowed to register and play in any PBAM sponsored games without first paying the amount in full. Players of suspended teams with outstanding arrears will not be allowed to register and play regardless to whichever team they may play thereafter. This is exclusive of the new team's registration. Pay in FULL the ARREARS or NO PLAY.
- d. Listing of teams and individuals who are subject to the "Outstanding Arrears, Probations and Disciplinary Actions" to be furnished upon request.
- e. The Phetxyakoth brothers, Stephen Hazzard, and Sobey were exempt from the above rule 11-1 due to their "Acquired Status"
- f. Players of non-Filipino descent that have played in the past seasons with the PBAM are allowed to play. They must conform to the rules governing each of the categories (divisions).

111-REGISTRATION

Effective again with this season (2015-2016) the Player's movement restriction has been removed with one "caveat" that should a player want transfer to another team or organization, the player will **not** be allowed **unless outstanding financial arrears or obligation(s) are completely settled. Originating team must have conclusive proof.**

- 1- A team participating in the PBAM League must pay the registration fees in accordance with the guidelines set by the PBAM Management, in conjunction with participating team's approval.

A \$ 50 bond (Default Fee) must be deposited and included in the registration fee per team entry. The \$50 bond deposit will be used in case of a "default*" of game. Otherwise, they will not be allowed to play their subsequent game(s). Each game missed will not be re-scheduled and will be considered a "loss". After 3 consecutive scheduled games that the team fails to make a deposit- the team is no longer qualified to continue.

A \$50 payment deposit for the registration fee is required (per entry) prior to the first game scheduled. Failure to do so will result to a "loss" of that game and any future scheduled games till payment is received. After 3 consecutive scheduled games that the team fails to make a deposit- the team is no longer qualified to continue to play in the PBAM Winter Games.

- **Default definition: A team is unable to field the mandatory minimum required number of players to start a game.**
- **Forfeit definition: A team is able to start the game with the mandatory required number of players. However- as the game progresses, they lack or lose the number of players to continue and the game needs to be stopped declaring the opposing team the winner.**

Sample Scenarios

PABCOMS Division and LAWIN

- **DEFAULT-** Only 3 qualified players or less of 1 team shows up at start of game
- **FORFEIT-** 4 qualified players show up and 1 player fouled out or injured

PYBCOMS Division

- **DEFAULT-** Only 3 qualified players or less of 1 team show up for the game
- **FORFEIT-** 4 qualified players show up in 1st Quarter and less than 8 qualified players by the time the 2nd Quarter starts

Disbanded teams (s) – will not be scheduled to avoid DEFAULT fees.

- 2- The official line-up or team roster form furnished by the PBAM must be used and completed in full correctly. It must indicate and provide two names, telephone numbers of the contact persons responsible for the team.
- 3- The membership file form must also be completed for each player who is registered for the FIRST TIME listed in the official line-up form and without exception; copies of proper ID must accompany the membership forms. Only the following photo ID documents will be accepted; Medicare Card, Driver's License, Passport, or Citizenship card. If the Medicare card has no picture (under 16 years old), it has to be accompanied by another ID with photo (i.e., school ID)
- 4- Every PBAM Player must be registered in the PBAM Registry. Failure to appear in the registry = NO PLAY.
- 5- **Changes to the official line-up /roster are no longer accepted once the 3 games have been completed.**

1V- DIVISION CONFERENCES

A) The PBAM League will have numerous divisions, categorized by age group.

There will be 2 conferences, PYBCOMS and PABCOMS.

➤ The age limit is determined according to **the BIRTH DATE**.

➤ **CUT-OFF Date: September 1st of each year.**

1- **PYBCOMS** (Philippine Youth Basketball Conference of Mtl & Suburbs)

- | | | |
|----|-------|------------------|
| a) | 8-Log | Age 8 and Under |
| b) | ITLOG | Age 10 and Under |
| c) | SISIW | Age 12 and Under |
| d) | PIPIT | Age 14 and Under |
| e) | LAWIN | Age 17 and Under |

2- **PABCOMS** (Philippine Adult Basketball Conference of Mtl & Suburbs)

- | | | |
|----|------------|---------------------------|
| a) | OPEN MENS | Ages 18 Minimum and older |
| b) | 510 | Ages 18 Minimum and older |
| c) | 30+ | Ages 30 Minimum and older |
| d) | 40+ | Ages 40 Minimum and older |
| e) | 55+ | Ages 55 Minimum and older |

Should there not be enough teams to make up any of the categories; a meeting will be held amongst all Association Management members to come up with a solution to continue the games.

B) Players registered in a division are permitted to play in the next level higher **WITHIN THEIR REGISTERED ORGANIZATION- “Double Dip”**.

- 1- Players can “Double Dip” with a different association as long as the “Mother” association has NO REPRESENTATION in the same category or division. A “waiver” must be obtained from the “Mother” association, specifically from the association’s President or Vice President or Sports Director
- 2- In the case of a game schedule conflict, the player’s priority MUST be with the “Mother” association/Team.

V- GAME RULES

The PYBCOMS Conference - will be played following the “**PARTICIPATION RULES**”, as described below;

The concept / mechanics of which is that “All uniformed players seated on the PLAYERS BENCH must be allowed and are entitled to play within the “player period” (5 players x 6 periods) which is divided as equally as possible among the present players”.

- a) The first, second, and third quarters are divided into equal periods (top-bottom). OPEN substitution in the fourth quarter.
- b) A player must play a minimum of 2 periods within the first three (3) quarters. Failure for a team to comply, for each player in violation, will cost the offending team two (2) technical fouls equivalent to four (4) free throws plus ball possession. The player(s) that lacked playing time must be required to play the **entire fourth (4th) quarter**. In the event that the player who is required to play the entire 4th quarter gets injured and is unable to continue, the OPPOSING Team will select the replacement player for the injured player. However, if the substitute player to the injured player also incurs an injury and / or is incapable of continuing, NO OTHER REPLACEMENT will be allowed and must continue playing with one less player.
- c) A player can only be on the court for 2 consecutive periods. He can return to the court once a period has elapsed. Failure to comply will cost the penalized team two (2) technical fouls; (4 free shots) plus ball possession for the opponent. **The penalized player(s) must also be replaced for that period and will not be allowed to play in the final quarter.**
- d) If during the participation periods , a substitution becomes necessary because of injury or disqualification, the substituting player will be automatically charged with having played that period regardless of time played in that period.
- e) There will be a mandatory stoppage after each period for substitution. Substituting players must approach the officiating table immediately to check in their numbers. Because of time constraint, the TABLE Officials can issue a game delay warning and subsequently a TECHNICAL FOUL if it deems necessary. This carries a penalty of (2) two free throws assessed to the offending team.
- f) Team Rosters (List) must be readily available prior to each start of the game and each opposing Coach or Manager **MUST NOT BE IMPEDED**

from gaining access to it. This facilitates opportunity for the Coaches or Manager(s) to make inquiries regarding the qualification of the opposing player(s) before the start of the game. It is the responsibility of the Coaches, Managers, and Assistants who are seated in the team bench to monitor and verify IF the opposing team abides by the rules. The table officials will act as reference ONLY, nothing else.

If an irregularity has been committed or detected, the offended team must approach the TABLE officials to stop the game, get the attention of the OFFICER of the DAY, or the Referee to verify and judge if a violation has been committed.

If there is a VALID complaint, it must be filed within the next 4 minutes of the next period. If it is filed after a full period has lapsed, it will not be accepted.

A team must have a minimum of 4 players to start a game. A GAME CAN START WITH LESS THAN 8 PLAYERS. However, it must have a minimum of 8 players when the top of the 2nd QUARTER starts, otherwise, the game will be declared a “FORFEIT.

- g) In the case where one team has 8, 9, 10, or 11 players and the opposing team has 12 players (maximum allowed for the penalty), the team with less players will be assessed a penalty of one (1) technical foul (2 Free Throws) per less player. **Late arrival players will be allowed to play as long as they are in the roster, in full uniform and have reported to the table officials before the start of the second (2nd) half.** The technical foul is compensatory for the team with more players. The team with more players has the option to match the number of players of the opposing team who has less, thereby, waiving the technical foul penalty.
- h) Game of teams with less than 8 players will forfeit with a score in accordance to V1.9 of the General Rules in favor of the opposing team. In the event that both teams have less than 8 players, then both their games will be declared a forfeit.

Exception to the above will only be allowed if the 8th player is injured, then the team will be allowed to field 7 players, provided that...

- a) PHYSICAL APPEARANCE of injured player is required, or
- b) MEDICAL Certificate must be presented to the PBAM MANAGEMENT within 24 hours.

Otherwise, the game will be declared a forfeit. ABSOLUTELY NO REPLACEMENT PLAYER IS ACCEPTED.

V.A- GAME DURATION

PYBCOMS

8LOG and ITLOG Division :

1st Half	Four (4)	5 Minutes per Period
2nd Half	Two (2)	5 Minutes per Period
	One (1)	10 Minutes Quarter (Open Sub)

Running Time except on Timeouts and Free Throws

Half Court Defense is a “MUST” in the 1st Three (3) Quarters

**Full Court Defense is “PERMITTED” in the last Quarter only
3 Points is not “ALLOWED”**

Double Teaming is not “ALLOWED” beyond the 3 point line

SISIW and PIPIT Division :

1st Half	FOUR (4)	4 Minutes per Period
2nd Half	TWO (2)	4 Minutes per Period
	ONE (1)	8 Minute Quarter (OPEN SUB)

STOP TIME ON ALL CALLS

PABCOMS plus Lawin Division & GIRLS Division

5 Minute Pre-Game Warm-Up and 3 Minute Half-Time Break

1st HALF	20 Minutes, running time except on TIME-OUTS & Free Throws
2nd HALF	20 Minutes, running time except on TIME-OUTS & Free Throws

Final 2 Minutes, STOP TIME on all calls

V1- GENERAL RULES

- 1- PIBNA-PBAM Intercity players or skilled players must play in their own division or may be accelerated to a superior (higher) division.

Once accelerated and have participated, the player cannot play in the division he was accelerated from.

- 2- ONE MASTER Rule: A person will be allowed to Coach, Train, or Manage as many teams as possible within the framework of the “Mother” association. Absolutely – NO ONE is allowed to Coach, Train, Manage, or act as a Consultant for (2) different associations in the league in the SAME DIVISION.
- 3- A team retains and carries its record and standings in the preliminary through the play-offs. Best always plays worst.
- 4- If the point spread in a game is 20 points or more at the Final 3 minutes of the game- the STOP TIME rule is WAIVED. This means only on shooting fouls and Referee time-outs will the clock be stopped.
- 5- Two (2) time-outs in the 1st half, Three (3) time-outs in the 2nd half. Unused time-outs in the 1st half can not be carried over into the 2nd half. Time-Out duration is 30 seconds. In the FINAL 2 Minutes of the game each team is allowed a MAXIMUM of 2 Time-Outs ONLY.
- 6- Overtime is 3 minutes with one (1) time-out. First (1st) overtime, stop time on all calls; second (2nd) overtime and subsequent thereafter will also be three (3) minutes with one (1) time-out. However, it will be RUNNING TIME except on Time-Outs & Free Throws.
- 7- Penalty shot (BONUS) on the 10th Foul for both conferences.
- 8- ONLY THREE (3) non-playing personnel will be allowed to sit on the Player’s bench. Tags will be provided as ID’s.
- 9- Absolutely, ONLY THREE (3) non-playing personnel (Coach, Manager or designates) will be allowed to sit on the Players’ bench.
- 10- FORFEIT- The highest margin of win of the division’s game will be the score that will be awarded to the winning team of a forfeit game.
- 11- Each team MUST provide its own warm-up ball.
- 12- The team bench is restricted to and **ONLY** occupied by the Coach (es), Manager(s), Trainer(s), and players that are LISTED on the score sheet prior to the start of the game.

Any individual **NOT LISTED** on the score sheet **is NOT ALLOWED/FORBIDDEN** to sit on the team bench or surrounding the team bench area.

It is the responsibility of the Coach (es) & Manager(s) to enforce this rule. Failure to do so will result to a warning received from the REFEREE. Continued infraction of this rule will result to a Technical Foul (2 Free Throws) assessed against the team per occurrence.

V11- UNIFORMS

PBAM Management reserves the right to prohibit or modify team names including but not limited to names deemed to be in poor taste, derogatory, profane or sexually explicit in nature.

Please use proper judgment when selecting names and uniform artwork. If you are unsure if a team name will be accepted, contact the PBAM Management and speak with a representative.

All teams and players must participate and play in proper uniforms;

a) **The JERSEY:**

- Team jerseys **MUST BE** of same color /shade.
- Team **MUST SELECT** a **PRIMARY** (main)color
- Must have a number (front or back)
- If the Jerseys are not of exact design, not allowed to paly.
- If a jersey has no number, it will be accorded with the number “0”. Subsequent uniforms without “number” will be assessed a technical foul (2 Free Throws).

b) **The SHORTS:**

- Each player must wear same color / shade of shorts.
- The primary colors of the shorts must be homogenous and must remain the primary color (minimum 90%) throughout the team. It **MUST NOT** become a secondary color or non-existent.
- If the shorts are not of exact design, the "Trimnings" or "Striping" or “Piping” or secondary designs must play a minimal role in the entire uniform character for it to be acceptable.
- If the uniform is from a previous design / year of make but still represents the association’s color, logo, and name- it will be allowed. However,- must be a full uniform.

- c) **Team logos or Team names** are chosen or selected by each TEAM Management. However, the **PBAM reserves the right to VETO** or request that the LOGO or TEAM NAME be changed or removed IF it is found to be distasteful, offensive, inappropriate (vulgar, prejudicial, sexist, etc.)

V111- PLAY-OFFS QUALIFYING RULES

1. Players registered in the official line-up form must play a minimum of 50% of its preliminary round games (if the total number of games is “EVEN”) and a minimum of 50% less ½ (if the total number of games is “ODD”), in order to be eligible to play in the play-off games.
2. TIE BREAKING RULE:

In the event of a tie or ties in the standing after the preliminary / regular season round, the following shall apply;

A. Win over the other TEAM

- 1- PLUS-MINUS point system amongst teams involved. Example is as follows;

- I) A Defeats B (50-47, A= +3 / B=-3), B Defeats C (61-57, B=+4 / C=-4)
C Defeats A (45-43, C=+2 / A=-2)

PLUS-MINUS Points A=+1 / B=+1 / C= -2

Standings will reflect:

1st Place = A (Rule 1 applies (A Defeated B)
2nd Place = B, 3rd Place = C

- II) A Defeats B (50-47) 1st Round, A=+3 / B=-3
B Defeats A (43-42) 2nd Round A=-1 / B=+1

PLUS-MINUS Points A=+2 / B=+2

Standings will reflect;

1st Place = A 2nd Place = B

- B. **In case of a tie after PLUS-MINUS point system** has been applied, the TOTAL point system will then be used. The scores in all the games played by the teams involved in a tie will be added. Example follows;

Team A scores: Game 1 -25; Game 2 -42; Game 3-37; Game 4-50;
TOTAL: 154 POINTS

Team B scores: Game 1-37; Game 2-40; Game 3-38; Game 4-44;
Total: 159

- C. In the event that a **“Wild Card”** team is required during the play-offs / Championship round, the following will apply;
- 1- Losing team that has the lowest score differential will advance
 - 2- In case of a tie in score differential amongst the losing teams, Rule 2B will apply.

CHAMPIONSHIP “NO SHOW” RULE (Sponsored by Ed Vasquez)

Any finalist team NOT showing up / boycotting to play in the Championship Game for any reason other than humanly possible, will NOT BE ALLOWED to re-enter or play in any PBAM activity without paying \$100.00 retribution fee.

Player or players of the aforementioned team WILL NOT be allowed to register and play regardless to whichever team they may register thereafter, without paying a FLAT rate of \$50.00 as his share of his team’s retribution fee. This is exclusive of the new team’s registration.

1X DISCIPLINE, DECORUM, AND PUNITIVE ACTIONS

1. Any team that is found guilty (in violation) of any of the above specific provisions, (i.e. Philippine Blood provision **-except IMPORTS**, age restrictions), will have all their games declared forfeited in favor of the opposing teams (score as per V1.19 of General Rules) starting with their first game to the time the violation is determined plus a \$2000.00 fine in the 1st offense. The 2nd offense will have the same result as the 1st offense, in addition, it will also carry a 2 (years) suspension prohibiting participation on all PBAM sponsored activities. The players who are found in violation of the said rules, has to be removed from the Team Register immediately.

2 Fighting, bench clearing or a deliberate intention to injure is a major penalty bordering on a criminal act. Anything of this nature will be acted upon without delay by the referees presiding over the game, who at their own discretion, will determine those who (Players & Coaches) are involved and impose the following penalties;

- a. Fine of \$100 to the instigator team (payable before next allowed game). No pay-No play.
- b. Immediate ejection from the game of the instigator(s).

- c. Suspension of 3 games to the instigator to be served effective in his next scheduled games
- d. Instigator team's TOP SCORER of the game is ejected from the game immediately plus a 1 game suspension.
- e. Retaliator(s) immediately ejected from the game plus 3 games
- f. Top Scorer of Retaliator team is ejected from the game but able to play in the next game he is scheduled to play.
- g. Any player, Coach, Asst. Coach, or Manager(s) that has been ejected from any game more than 3 times will be suspended for the balance of the season.
- h. Harassment, verbal abuse and striking a PBAM official, staff, referees or other participants will result in ejection from the game, and/or can also result in immediate application of up to a lifetime suspension from all PBAM related activities.
- i. Any appeal of suspension or punitive actions shall be first heard by the PBAM Management. Such an appeal must be received in writing within 24 hours of the PBAM Director's decision. Suspension(s) shall not be lifted or postponed during the appeal process, but may be reduced following the decision regarding the appeal. No previous games or matches will be replayed as a result of an upheld appeal. Conversely, the PBAM Management may decide to levy a penalty that is greater than that originally imposed.
- j. The PBAM reserves the right to remove or cancel a team or organization's use of practice gym(s). The gym(s) accorded to teams are for the strict use of PBAM REGISTERED MEMBERS ONLY.

The penalty of revoking gym rights will be applied and based on the following conditions:

- 1- Does not show up to use the facility or not fully utilized (lack of members)
- 2- The team in general also plays for another league (conflict of interest)
- 3- Shares the facility with members of another league and non-members of the PBAM
- 4- The facility is used for other purposes other than basketball without prior approval from the PBAM Management

5- The City files a valid complaint with the PBAM Management for;

- damages or vandalism
- improper use of facility
- facility not kept clean and tidy during or after usage
- criminal or illegal activities
- reports of fighting
- disrespect for gym monitors or attendant

DISCLAIMERS

➤ Admission

An admission fee may be charged to spectators to gain entrance to the playing facility or courts sponsored by the PBAM based on events or tournaments being held. Admission prices vary depending upon event. Please be prepared to pay cash for admissions when required.

➤ Cash or Credit

There is no ATM on-site.

➤ Attire

Proper attire is required at all times at any PBAM sponsored facilities and/or events. Footwear is required at all times. Anyone with inappropriate or explicit clothing will be asked to leave the premises.

➤ Outside Food and Beverage

Guests will not be permitted to bring coolers, outside food and drink or glass containers into the premises or venues. However- selling of such is prohibited without prior permission from the PBAM Management.

➤ Medical Assistance

The PBAM and facility staff provides basic emergency First Aid services at the complex. Athletes, spectators and guests should notify facility or training personnel for all injury or emergency medical situations. If an injury occurs on the court, our experienced staff will notify a trainer for assessment and care.

➤ Lost and Found

The PBAM is not responsible for lost, stolen or damaged items. All guests are encouraged to leave valuables at home and or lock personal items in vehicle when attending games or events at the venue.

➤ Parking

Ample parking is available at the venue. No parking will be allowed on grassed areas, streets or thoroughfares. No parking signs must be observed. Violators may be towed at the owner's expense. No overnight parking is permitted. Parking fees may be charged for some events.

➤ Weather Policy / Game Cancellations

In the event of severe weather conditions, scheduled games or competition may be cancelled or will be stopped. Respective Team Managements will be immediately notified and (with time permitting) an announcement will be made on the PBAM website: www.pbam.ca . Re-scheduling of games will be updated on website.

➤ Conduct Policy

Athletes, spectators and guests are expected to set a superior example of sportsmanship and respect of others on the premises. Abusive or offensive language will not be tolerated. Physical violence of any kind will result in immediate removal from the venue. Spectators are not allowed on the court. Individuals in violation of the conduct policy will be asked to leave the interior of the gym or may be asked to leave the premises. An exception will be made for selected PBAM Management staff, Security Officers and special guests of the PBAM. It is under the discretion of the PBAM Management.

➤ Strollers and Winter Footwear

Strollers are permitted in the premises but must not be entered in the gym. They must be left outside the gym courts within the facility premises. NO WINTER FOOTWEAR or WET footwear will be allowed in the courts. They must be stored outside the gym.

➤ Pet Policy

With the exception of service animals, pets of any type are not permitted in the gyms.

➤ Tobacco and Vaping

All gyms used by the PBAM is strictly a non-smoking facility. No smoking or other use of tobacco products including, pipes, cigars, cigarettes, or chewing tobacco is permitted in any part of the interior of the gym premises. Vaping is not permitted.

➤ Drug and Alcohol Policy

Safety of athletes and guests is the number one priority of the PBAM. Drugs and alcohol are strictly prohibited. Those found in violation will be reported immediately to the local Police Department

➤ Filming and Photography

Professional team and individual photography must be PRIOR APPROVED by the PBAM to protect the rights of its members and its spectators or guests. Consent from the PBAM must be obtained prior to using the films or pictures for any promotional or advertising purposes.

➤ Firearms

Firearms and all other weapons of any kind are strictly prohibited any PBAM sponsored events, games, tournaments.

➤ Solicitation

Only the PBAM sponsors will be allowed to distribute or circulate commercial advertisements at the complex.

➤ Merchandise & Food Vendors

ONLY approved PBAM vendors are allowed.